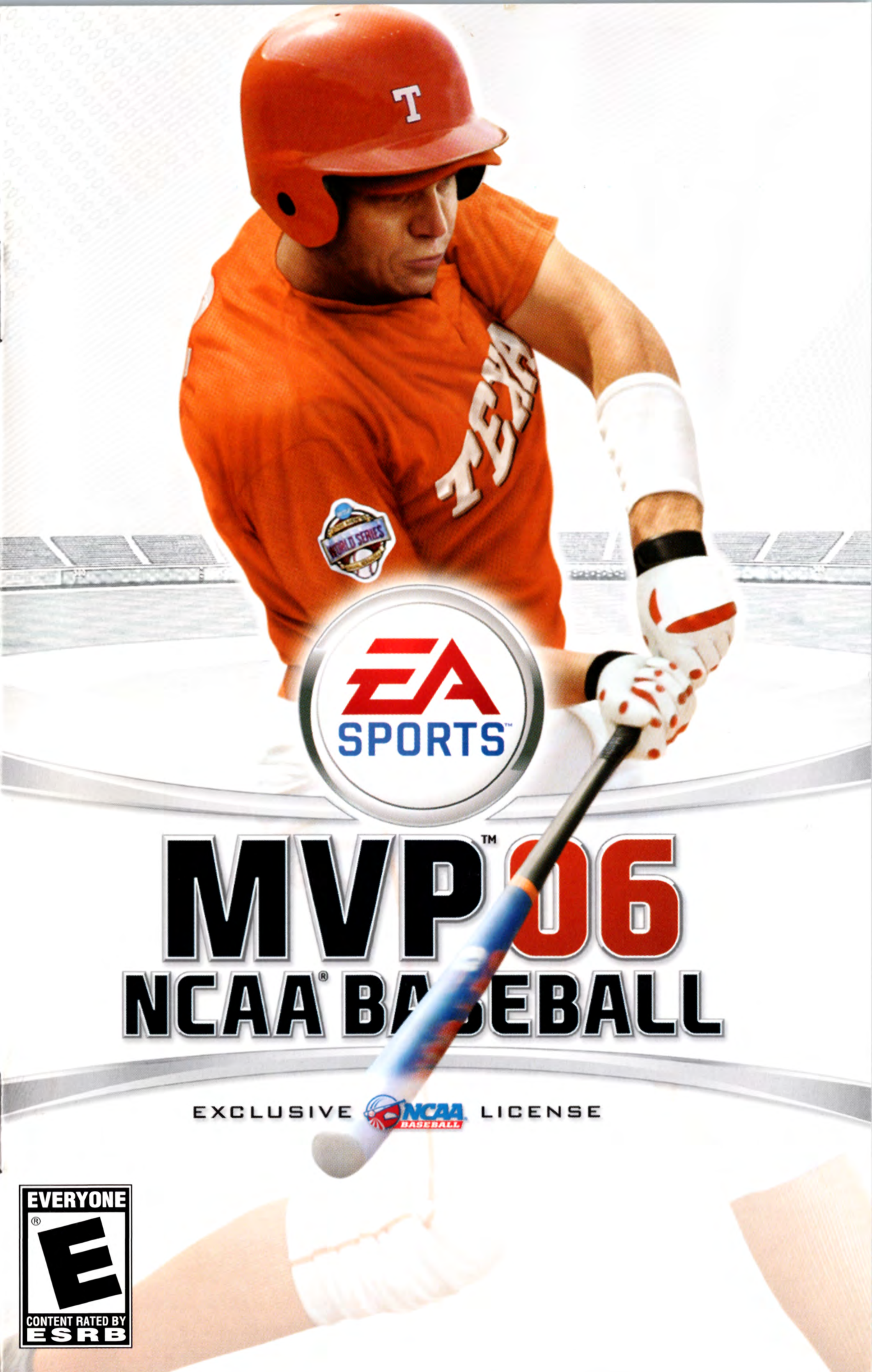
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TEXAS
WORLD SERIES
EA SPORTS
MVP 06
NCAA BASEBALL
EXCLUSIVE NCAA BASEBALL LICENSE
EVERYONE
E
CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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BASIC CONTROLS

Refer to the Additional Controls section of this manual for in-depth batting, fielding, and pitching controls including the All-New Load and Fire Batting System.

BATTING

Swing	right analog stick ⬇ then ⬆
Bunt	**R3** button (hold after pitch; release to pull back)

PITCHING

Choose **pitch location**	left analog stick
Throw a pitch	⊗ button, ○ button, △ button, □ button, or R1 button

FIELDING

Move fielder	left analog stick
Throw to home, 1st, 2nd, and 3rd	right analog stick ⬇, ➡, ⬆, or ⬅

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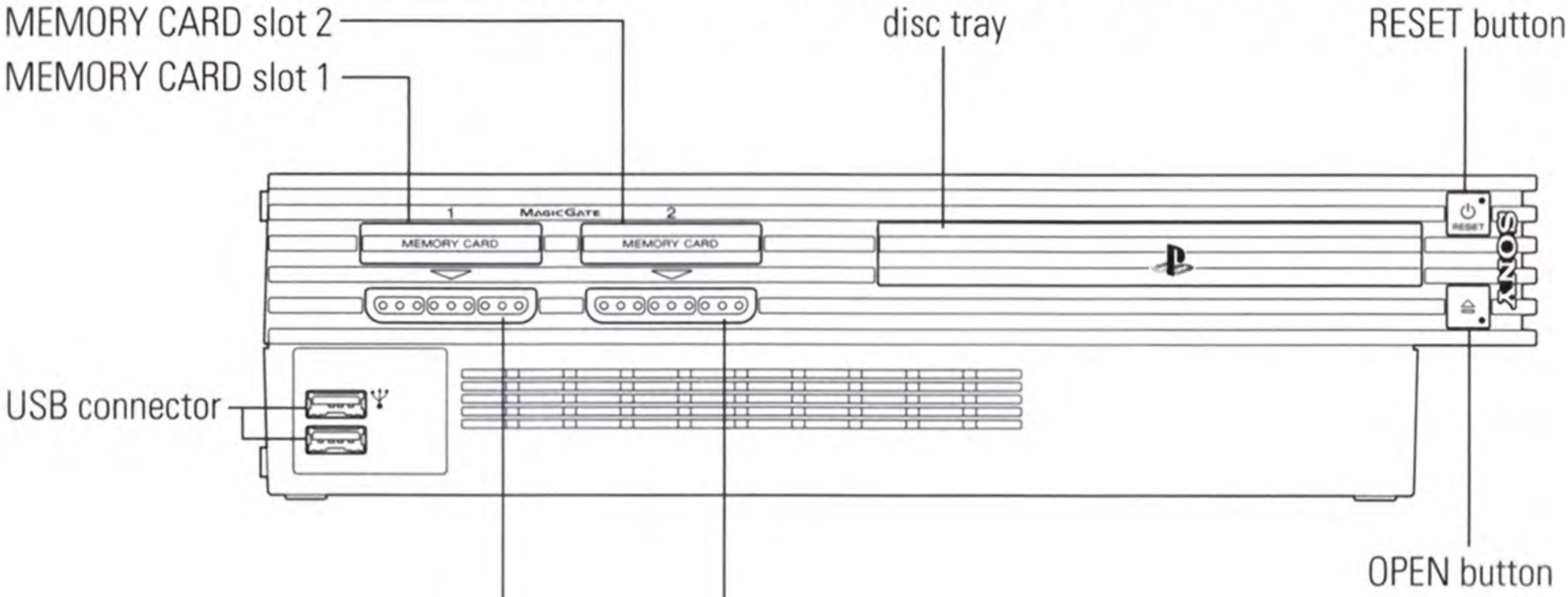
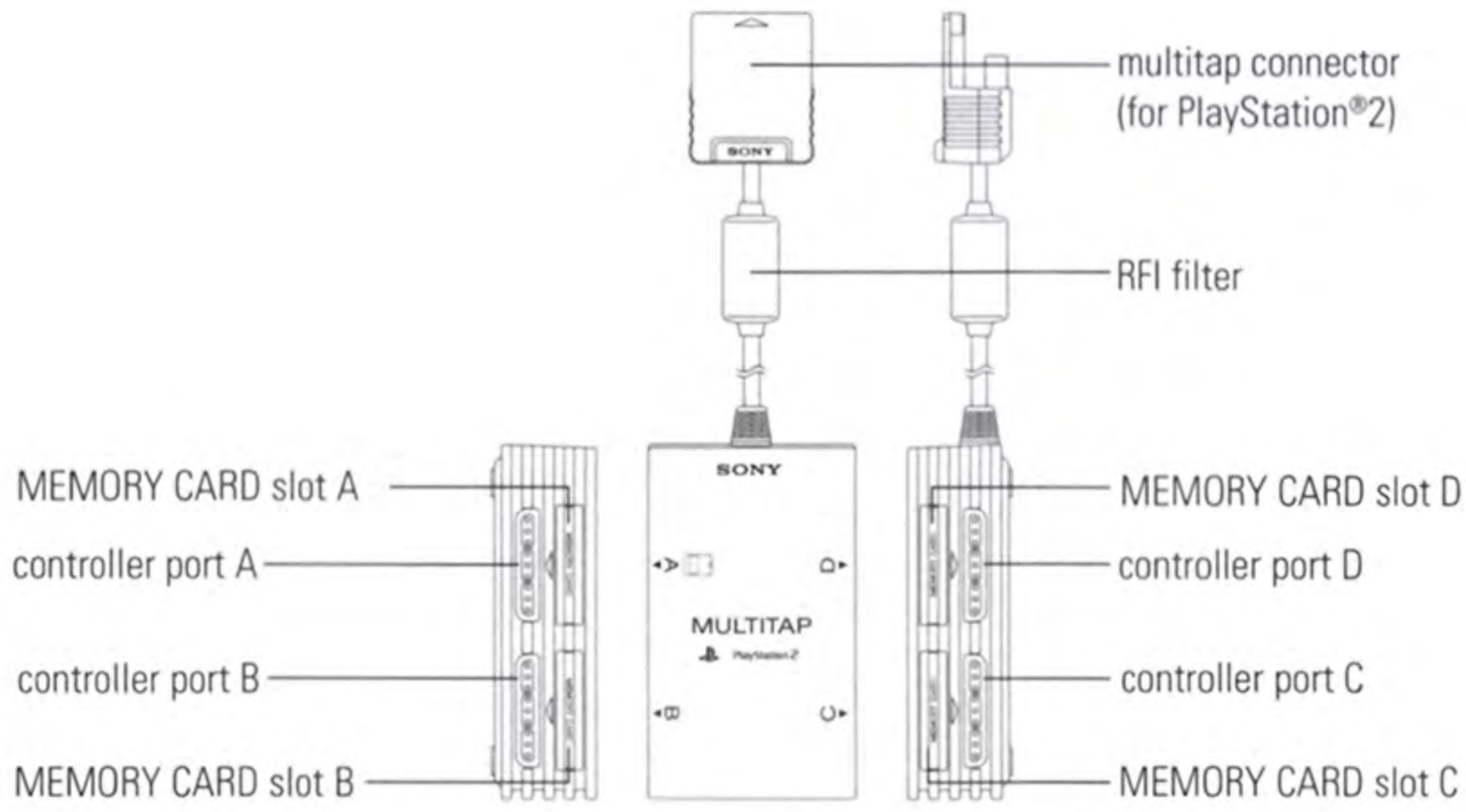
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *MVP™ 06 NCAA® Baseball* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.



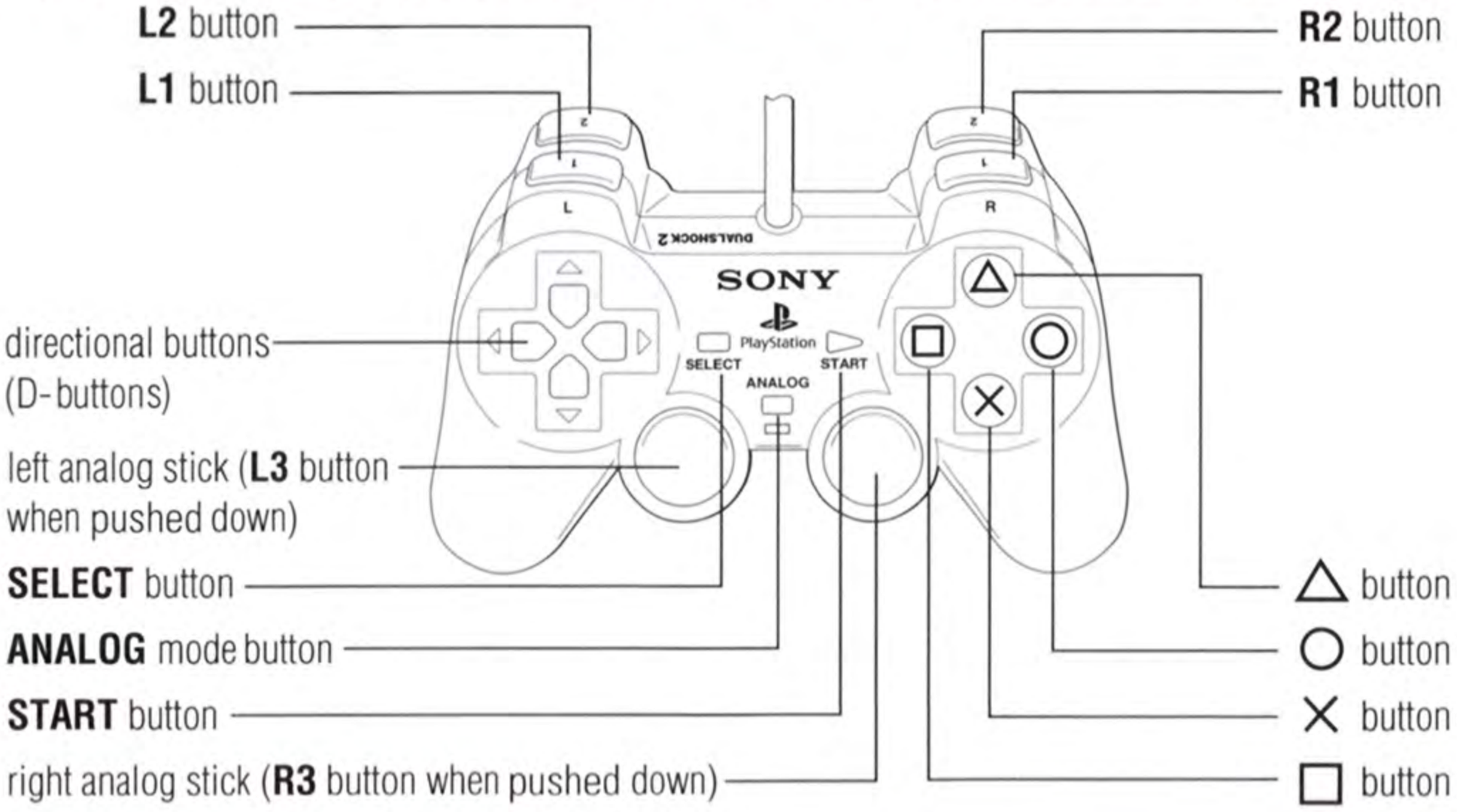
NOTE: During multiplayer gameplay, the controller for Player 1 must be inserted into controller port 1 or controller port 1-A. The controller for Player 2 must be inserted into controller port 2 or controller port 2-A. Players 3-4 must have their controllers inserted into the multitap (for PlayStation®2) connected to controller port 2.

controller port 1 or 1-A = Player 1; controller port 2 or 2-A = Player 2; controller port 2-B = Player 3; controller port 2-C = Player 4; controller port 2-D = Not Active

NOTE: The memory card (8MB) (for PlayStation®2) will only work in MEMORY CARD slot 1 or MEMORY CARD slot 1-A.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



ADDITIONAL CONTROLS

NEW LOAD AND FIRE BATTING SYSTEM

Take full command of your swing with the right analog stick. Featuring multiple new swing types, you have countless options—and complete control—in the batter's box.

For the old-school ballplayers, the option to play with the Classic batting system is still available. You can also choose to play with the all-new Zone hitting system option. For more information, see *Batting* on p. 4.

How to Use the Load and Fire Batting System

From the moment the ball leaves the pitcher's hand to the time it crosses the plate, you have full control of the entire swing mechanic. As the pitcher is about to release the pitch, **Load** your swing motion by pressing the right analog stick ⬇. This begins the weight transfer from front to back. If the pitch is to your liking, **Fire** the bat and complete your swing motion by pressing the right analog stick ⬆ towards the area the pitch is approaching the plate. To maximize your chance of making solid contact, make the Load and Fire movement as smooth and as fluid as possible. Pressing and holding the right analog stick ⬇ for too long decreases your chance of getting a quality hit.

- If you get a pitch to pull (usually a pitch on the inner half of the plate), Fire your swing earlier than normal. If you want to hit to the opposite field (usually a pitch on the outer half of the plate), Fire your swing later than normal. While firing towards the pitch is one part of the swing mechanic, timing is just as important in Load and Fire Batting.

SITUATIONAL HITTING

There are times to swing for the fences and there are times to put the ball in play. You can control the type of swing you want with the all-new Power and Contact Swings (see *Batting* on p. 4). If you want to launch the long ball or hit a sacrifice fly, activate a Power Swing (**L1** button) to increase your chances of hitting the ball deep. If you want to play small ball, activate a Contact Swing (**R1** button) to put the ball in play, ideally during a hit-and-run. You can also protect the plate by activating a 'protection' Contact Swing to foul off a pitch that's in the strike zone, but not to your liking. Protection swings allow you to be more selective when you're behind in the count, and are also used as a last resort when you've started your swing too late. By mastering the Power and Contact Swings, you can truly take full advantage of every at-bat.

BATTING

	Classic Swing Controls	*Load and Fire System*	*Zone Hitting*
Swing	⊗ button	right analog stick ↓ then ↑	⊗ button
Check swing	⊗ button (release quickly after pressing)	right analog stick ↓ then ↑ then ↓	⊗ button (release quickly after pressing)
NEW **Power swing**	N/A	L1 button + right analog stick ↓ then ↑	L1 button + ⊗ button
NEW **Contact swing**	N/A	R1 button + right analog stick ↓ then ↑	R1 button + ⊗ button
Bunt	**R3** button while the pitch is approaching the plate	**R3** button while the pitch is approaching the plate	**R3** button while the pitch is approaching the plate
Sacrifice bunt	**R3** button	**R3** button	**R3** button
Swing/Bunt direction	left analog stick	right analog stick	left analog stick

NOTE: When using the **Classic swing controls**, use the EA SPORTS™ Pure Swing System to change the way the ball reacts off the bat (based on pitch location). However, if the pitch is not in the correct zone (for example, you're attempting to hit a fly ball off a pitch that was thrown low in the zone), the chances of poor quality contact increase.

To take an uppercut swing, press the left analog stick ↖/↑/↗ while swinging. **To hit the ball on the ground**, press the left analog stick ↙/↓/↘. **To hit the ball to the left or right**, press the left analog stick ↙/←/↖ (or ↘/→/↗).

NOTE: When using **Zone hitting controls**, press the left analog stick to the spot in the zone where the pitch is approaching for optimal contact. A combination of proper placement and timing determines how well or poorly you hit the ball.

To modify the up/down intent of your swing in Zone hitting, use the Power and Contact swings.

BASERUNNING

Select runner at 1st/2nd/3rd	◎ button, △ button, or □ button
Adjust leadoff (all runners)	right analog stick (left analog stick ↔ when using Load and Fire Batting System)
Steal/Base destination	Select a runner, then press the D-button (toward base)
Advance or Steal/Retreat all runners (after pitch)	L1 button/R1 button (left analog stick ↕ when using Load and Fire Batting System; R1 button + right analog stick ↕ when using Zone Hitting)

NOTE: If you do not select a runner, your baserunning command defaults to the lead runner.

Quickly **return to a base** during a pickoff attempt (Manual Leadoff controls only)	right analog stick ↓ (Zone and Classic); left analog stick ↓ (Load and Fire Batting System)
Head-first slide/Railroad the catcher at home (Summer Rules only)	right analog stick ↑
Head-first slide to the left/right side of the bag	right analog stick ↖/↗
Pop-up slide	right analog stick ↓
Hook slide to the right/left side of the bag	right analog stick ↘/↙

DEFENSE

Paint the corners and change speeds to keep the batters guessing with the Precision Pitching system.

PITCHING	
Choose **pitch location**	left analog stick
Throw a pitch	⊗ button, ○ button, △ button, □ button, or R1 button
Quick/Normal pickoff attempt	L1 button/L2 button + ○ button, △ button, or □ button
Pitchout	L1 button + ⊗ button
Intentional walk	L1 button + **R3** button
Display manager menus (before pitch)	R2 button (hold) (D-button ↔ to choose a category)

NOTE: Holding the R2 button before a pitch gives access to the Infield and Outfield Alignments, Pitch History, Bullpens, Dugouts, and Lineups. Change categories with the D-button ↔, and navigate these menus with the D-button ↕ and the L1 button or the R1 button.

FIELDING	
Move fielder	left analog stick
Change fielders	L1 button
Dive/Stretch for the ball	right analog stick ↔ toward the ball
Climb wall/**Jump** for a ball over your head	right analog stick ↑
Make a sliding catch	right analog stick ↓ as the ball approaches
Classic throw to home, 1st, 2nd, or 3rd	⊗ button, ○ button, △ button, or □ button (hold to power up, release to throw)
Classic throw to the cut-off man/Relay throw	R2 button (hold to power up, release to throw)
Fake throw	R1 button (before ball is released)
Hustle	R1 button (before you have the ball)

NEW PRECISION THROW CONTROL

Players can now take full control of every throw around the diamond by using the right analog stick. Whether you're trying to gun down a runner at home or making an easy toss to first, you control the velocity and location of every throw.

How to Use Precision Throw Control

After fielding a ball, make a throw by pressing and holding the right analog stick in the corresponding direction of the base. For example, if you want to throw to 1st Base, press the right analog stick ➡.

THROW METER

As soon as you attempt to make a throw, the Throw Meter begins to fill. To reach the highest point of accuracy, press the right analog stick towards the desired base. Release the right analog stick when the meter fills to the Green Zone. If you release too late, the ball tends to go low. Releasing too early and the ball sails high. On-target throws depend on how accurately you press the right analog stick towards the desired base.

CUTOFFS AND RELAYS

Quickly relaying a ball from the outfield into the infield is imperative to keeping runners from taking extra bases. Hit your relay man by clicking and holding the **R3** button, then pressing the right analog stick ↓. You can still cut a throw by clicking the **R3** button when your cutoff man is in position. This is indicated with an on-screen icon.

NEW ONLINE EVERYWHERE

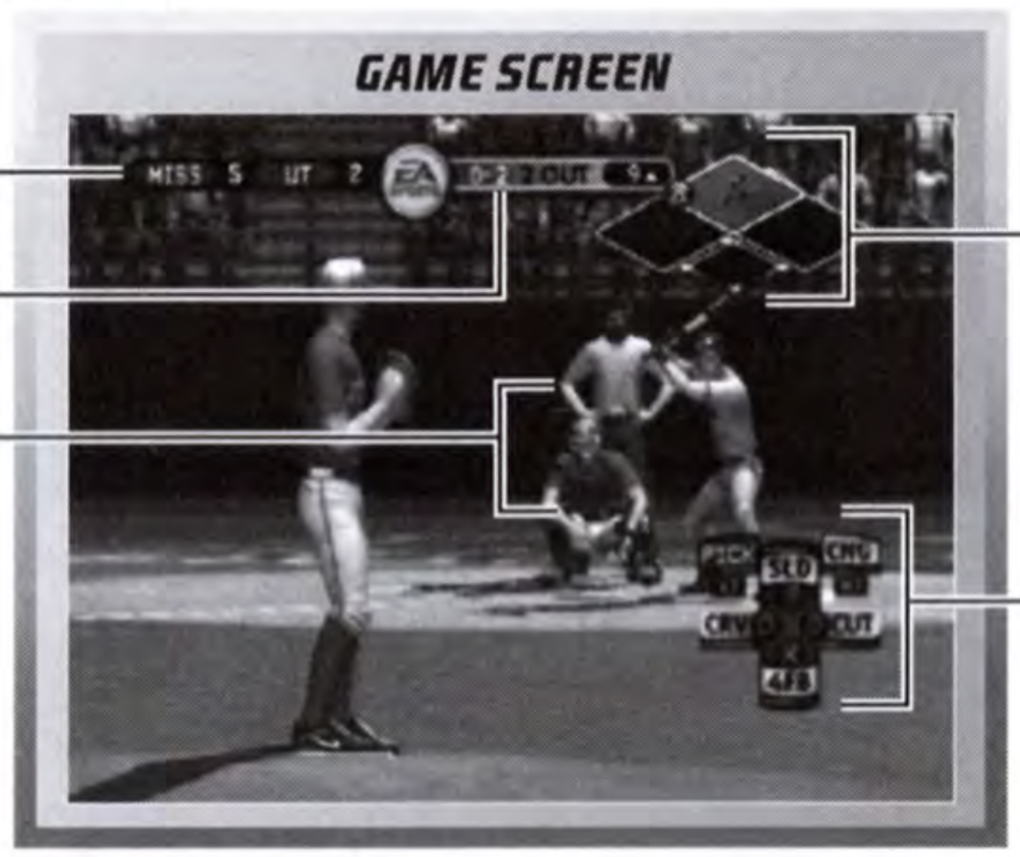
Bring the online experience to every aspect of the game with Online Everywhere. Whether you're browsing through a "non-networked" game menu, waiting for a game to load, or scrolling through the Pause menu during a Play Now or Dynasty game, you have access to features such as the ESPN Ticker, live ESPN Radio updates, and EA Messenger.

NOTE: The first time you play *MVP 06 NCAA Baseball*, you must successfully connect online in order to utilize the Online Everywhere features.

PLAYING THE GAME

Don't worry about building a college dynasty just yet. Warm up the bats and learn the fundamentals of baseball by playing in Play Now mode.

ON THE FIELD



HOT/COLD STRIKE ZONES

The strike zone is divided into nine sections inside the batter's box. Red squares represent a Hot Zone, or an area of strength for the batter. Blue squares are Cold Zones (an area of weakness for the batter). Non-colored squares are neutral areas, meaning the batter is an average hitter on pitches to those squares.

PITCH SELECTION

Pitchers come loaded with an arsenal of up to five different types of pitches. However, it doesn't necessarily mean that every one is a "go-to" pitch. The red bar that appears by each selection shows how well a pitcher can throw that type of pitch. The longer the bar, the better they are at throwing it.

Also, be sure to keep an eye on your pitcher's stamina. A tired pitcher doesn't have as much control as a fresh arm out of the bullpen.

PRECISION PITCH METER

Take full control of each delivery by mastering the Pitch Meter. Follow these steps to pitch like an MVP:

1. To bring up the Pitch Meter, press and hold any pitch button. When the bar reaches the bottom of the Pitch Meter, release the pitch button. The closer the bar is to the end of the meter, the more effective the pitch.
2. As the cursor glides up the Pitch Meter, press the pitch button again when the bar is near (or inside) the Green "perfect" Zone. The closer you are to the Green Zone, the more accurate the pitch.

PITCH/SWING ANALYSIS REPLAY

Analyze each pitch or swing with the Pitch/Swing Analysis Replay. Review your timing and swing location to see how you handled the previous pitch or how well you hit your intended target. Access the Pitch/Swing Analysis Replay from the Pause menu.

THE HITTER'S EYE

Read the pitch the moment it leaves the pitcher's hand with the Hitter's Eye. When ON (via Visual Options in the Pause menu), the ball changes color for a split second after the initial release. A white ball indicates a fastball; red is a breaking ball; green is an off-speed pitch; purple is a sinker; and orange is a knuckleball.

SAVING AND LOADING

Before exiting a Dynasty or Tournament game, be sure to save your progress to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. All unsaved information will be lost otherwise. Created Teams and Created Players are saved when Rosters are saved.

DYNASTY MODE™

Build a college dynasty for multiple seasons with year-round recruiting, stat tracking powered by Baseball America®, plus authentic equipment upgrades from the top baseball brands in the sport.

Dynasty Mode runs on a year-round calendar so be prepared to handle the duties on the diamond, as well as off it. After selecting your game settings and choosing a school to run, Season One begins. But before you begin making key decisions, be sure to check your email (press the R2 button) for messages from the Athletic Director (among others) who can help determine the success of your dynasty.

DYNASTY HOME

Manage all aspects of your school in Dynasty Home, the biggest being the Schedule and Recruiting.

Schedule — Review your yearly schedule, then play, simulate, or coach (see *Coach Mode* on p. 8) the season game-by-game. It's here where the games are won or lost.

Recruiting — Keep a close eye on potential recruits during the season. View the Baseball America Top 100 high school and Juco players, prospects whom are specifically interested in your school, or other available players from the Recruiting screen. After making contact with a recruit—either by email, phone, sending an assistant out for a visit, or inviting a player to campus, and more—he appears on the Targeted Prospects list. Remember, contacting recruits dips into your Recruiting Points so be sure to spend your time wisely.

Baseball America® Stats — View conference standings, team and player stats, the Top 25 Rank, or Award Watch, which lists the 1st, 2nd, and 3rd Baseball America All-American Teams.

Team Management — Adjust the depth chart, pitching rotation, batting order, and more from the Team Management screen. You can also view your team goals (which in turn earn you Recruiting Points) and Challenge Items, unlockables such as bats, gloves, and more. For information, see *Create-A-Player* on p. 9.

Options — Readjust your game settings or save your Dynasty Mode progress.

NOTE: Be sure to check out the Tutorials in the MVP 06 Videos menu for a complete run down of how to succeed in Dynasty Mode. These videos give you hints and tips on how to go from pretender to a contender and how to avoid pitfalls that may land your program at the bottom of the rankings.

PLAY ONLINE

Become the Big Man on campus as you take on the best college baseball players from across the nation.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2006 NCAA BASEBALL SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *MVP™ 06 NCAA® Baseball* online. *MVP™ 06 NCAA® Baseball* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING ONLINE

In order to play *MVP™ 06 NCAA® Baseball* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card, they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection); **6000** (VOIP).

NOTE: To mute yourself and the other user while playing an online game, press the **L1** button + **R3** button.

WELCOME TO *MVP 06 NCAA BASEBALL* ONLINE

The Online lobby is your main resource for connecting to players from around the world. Whether you're looking to join a Play Now game, a custom Session Match, or a 4-Player/8-Player Tournament, all the tools you need to connect to other players are available from the Online Main menu.

Play Now	Quickly search for an opponent to set up and play a game.
Session Match	Find an opponent using more detailed search criteria.
Game Modes	Choose LOBBY to create or join a Room and chat with other online players. Choose QUICK TOURNAMENT to create or join a 4- or 8- player tournament.
Stats	Select LEADERBOARDS to see where you stand in the online rankings. Choose MY CAREER to take pride in your Trophy cabinet and flaunt your achievements with your Career stats.
My MVP 06 NCAA Baseball	Change your settings, read the latest News, or see the Online FAQ for help.

OTHER GAME MODES

These game modes are easy to understand, and incredibly fun to master.

Tournament	Get a feel for what it's like to play in the College World Series by creating a tournament of your own. Whether you're playing in a 2 Team Single KO tourney or a larger, more exciting 8 Team Double KO format, this is your chance to rule the college baseball world.
Mini Games	Hone your ability to place your hits where you want with a Batting mini game. Your goal is to reach a cumulative distance level with only ten pitches. You can rack up bonus points by hitting the moving lawnmowers or the vehicles beyond the outfield fence. In the Pitching mini games, the strike zone is divided into several colored squares. When playing an Untimed Pitching mini game you have ten pitches to score as many points as possible by hitting the colored squares with the appropriately colored pitch. In the timed version you have to reach checkpoints to add more time before time runs out.
Co-op Multiplayer	Team up and play a 2 vs. 2, 2 vs.1, or 2 vs. CPU co-op game. Teammates can switch roles easily with a single press of a button after each play.
Home Run Showdown	Pick a couple of mashers, choose a cumulative distance, and swing for the bleachers. The first player to hit the total distance target wins.
Coach Mode	You control the game strategy, while leaving the on-the-field execution to the players in this single-player mode.
Scenario Editor	Create any scenario and play it out to see how you do.

CREATION ZONE

Personalize your NCAA experience with an enhanced Custom Ballpark feature, a deeper Create-a-Player, and the ability to create your own team.

CREATE-A-TEAM

Customize a baseball team of your own and take on the best of the NCAA. After finding a conference to play in, select an existing school to replace. For example, if you select to remove the University of Texas, you take over its schedule and are placed in the Big 12 conference (UT is removed from play). Next, create a new team identity from the Create-A-Team screen including school name, nickname, and more. After a team is saved, it's available in all game modes featured in *MVP 06 NCAA Baseball* (except online).

CREATE-A-PLAYER

With an enhanced character-creation technology, create an NCAA baseball superstar who looks exactly like you. Build your player from the ground up and turn him into a legend. Once a look is locked down, your new 'created' player is added to the Extra Players list. But first …

Bring your player to life by altering his attributes and appearance. After a player's General Information is filled out, adjust your player's features (appearance, face shape, body build) in complete detail by using the analog sticks. You can also adjust your player's skills by setting Ratings, Tendencies, and more.

CREATE-A-BALLPARK

Build it and they will come. Create your own ballpark to help give yourself a real home-field advantage. From editing the distance, height, and shape of each section of the outfield wall to selecting the type of field surface, you have full control. Personalize your stadium by selecting a ballpark name, location, stadium style, and even the mow pattern of the field. Once your ballpark customization is complete, it can be loaded into most game modes.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94063-9025

Package Cover Photography: Icon Sports Media

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